

FIG. 1

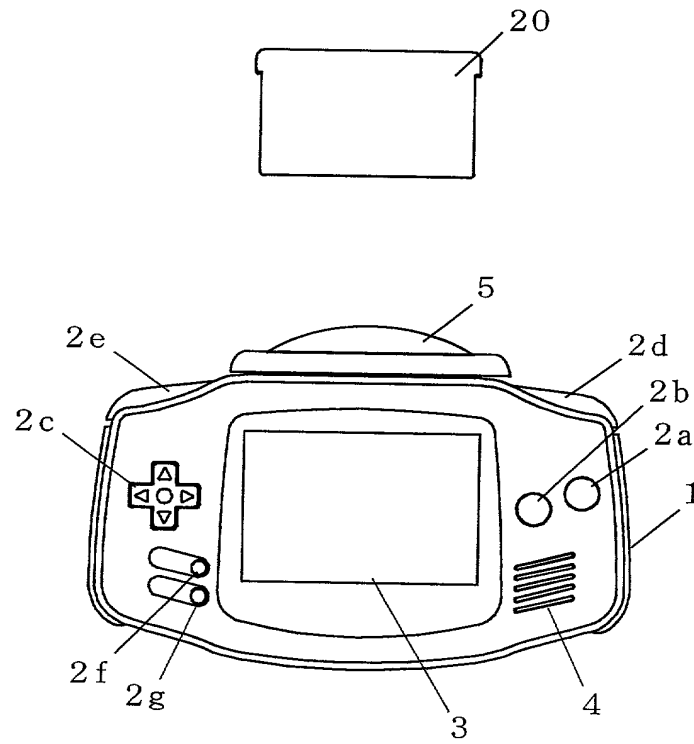


FIG. 2

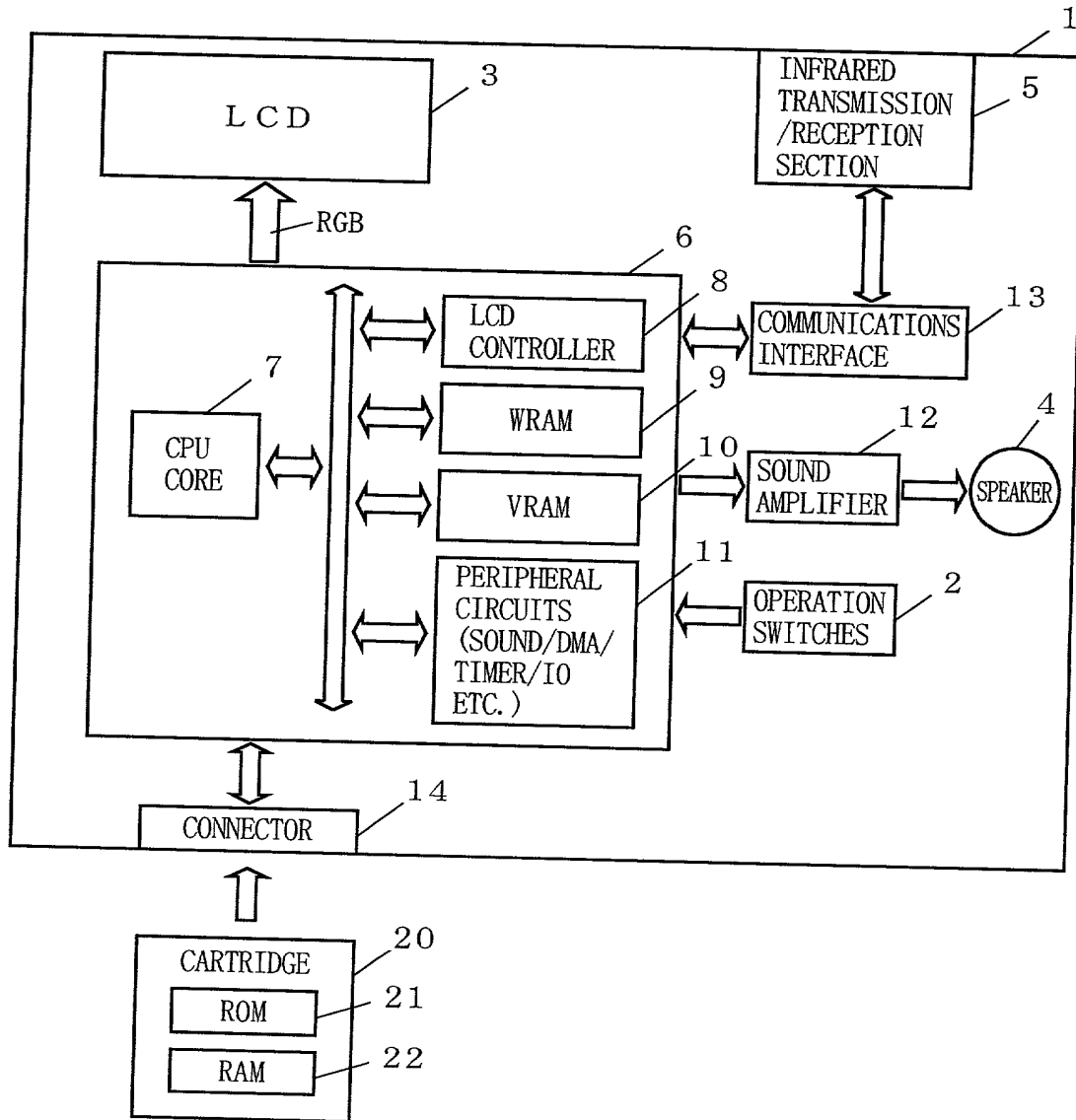


FIG. 3

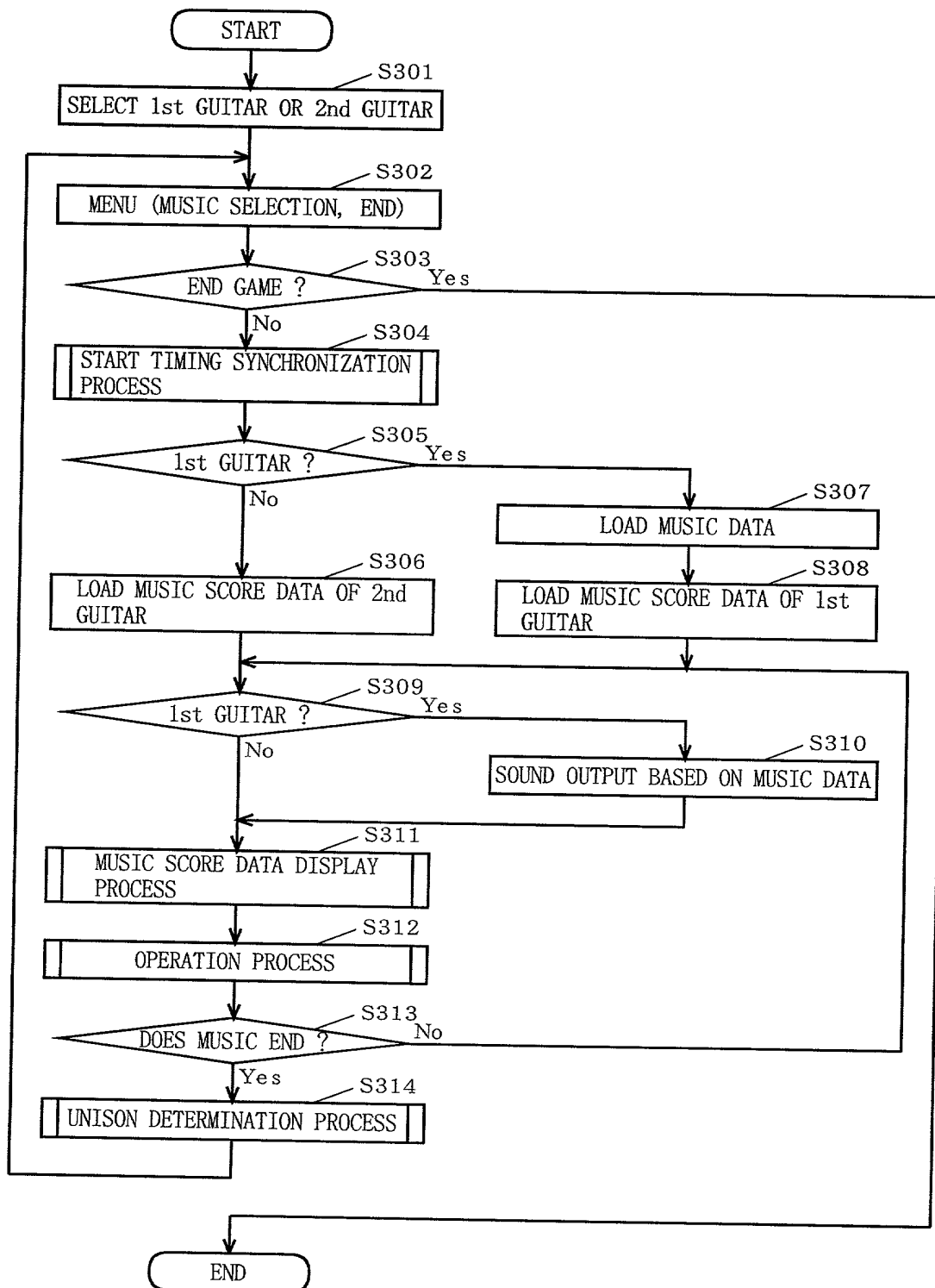


FIG. 4

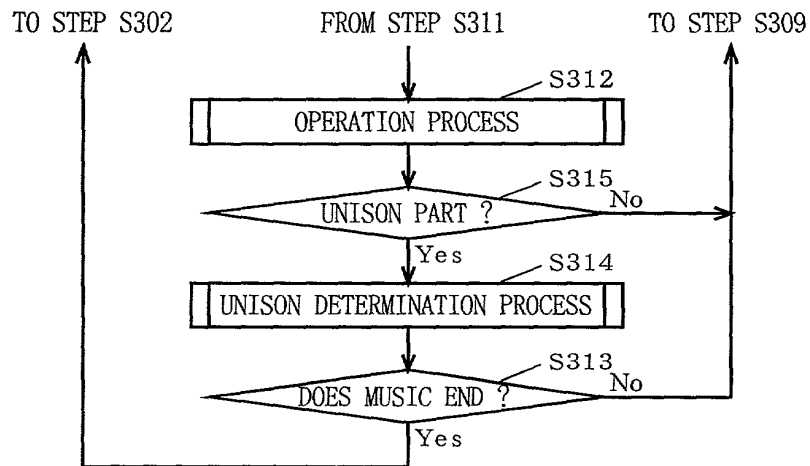


FIG. 5

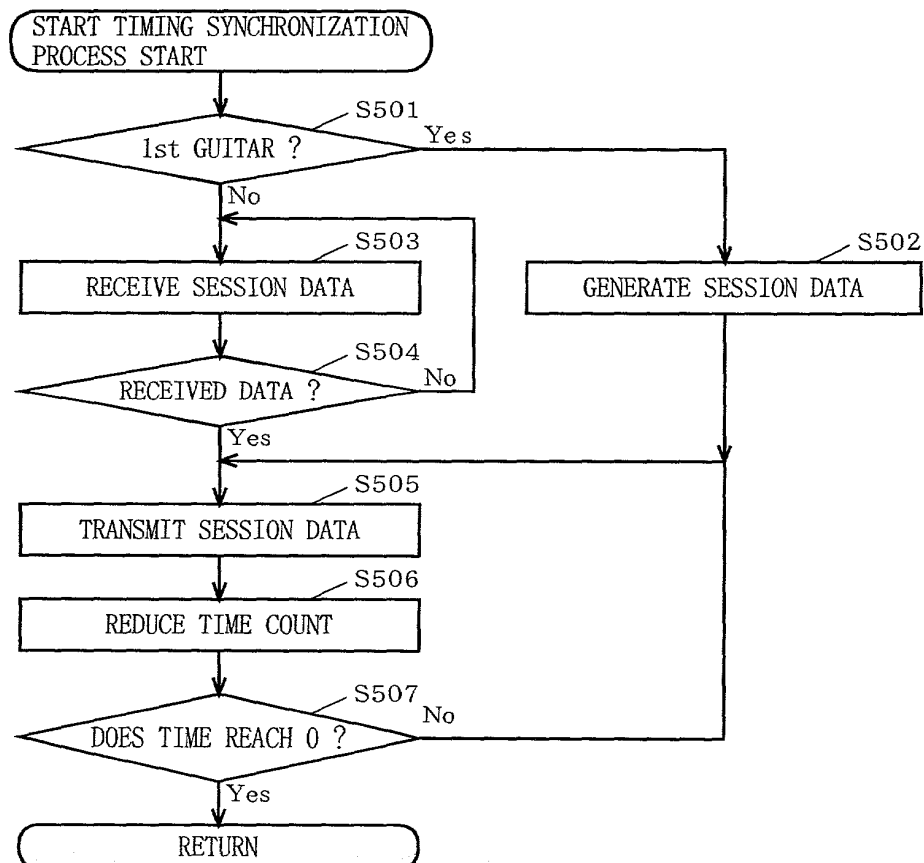


FIG. 6

MUSIC SCORE DATA (1st GUITAR)					UNISON PART 1					UNISON PART 2							
TIMING NUMBER					6	7	8	9	10	11	12	13	14	15	16	17	...
A, B BUTTON DATA						A	B	A			A		A	B	B	...	A
CROSS KEY DATA							→	↓			←			←		...	↓
					1 BAR												

MUSIC SCORE DATA (2nd GUITAR)					UNISON PART 1					UNISON PART 2							
TIMING NUMBER					6	7	8	9	10	11	12	13	14	15	16	17	...
A, B BUTTON DATA						A	A	B	B	A		A				A	...
CROSS KEY DATA					←		↑	→			←					...	→
					1 BAR												

FIG. 7

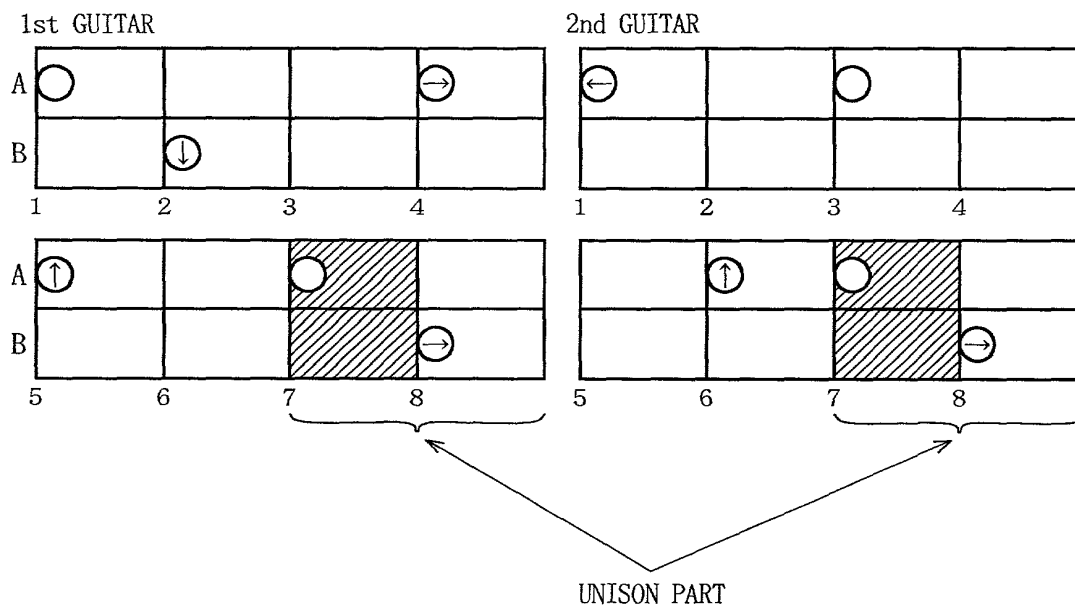


FIG. 8

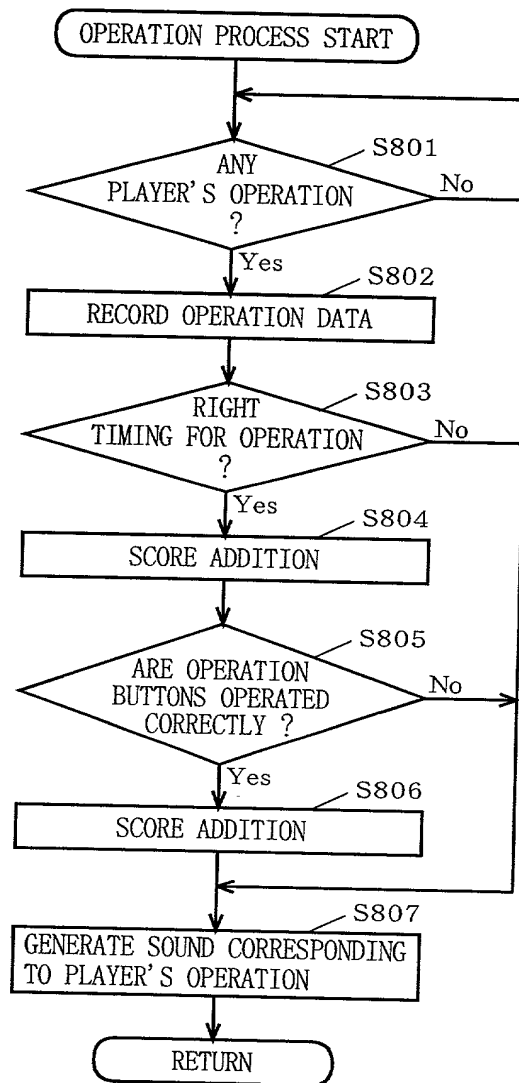


FIG. 9

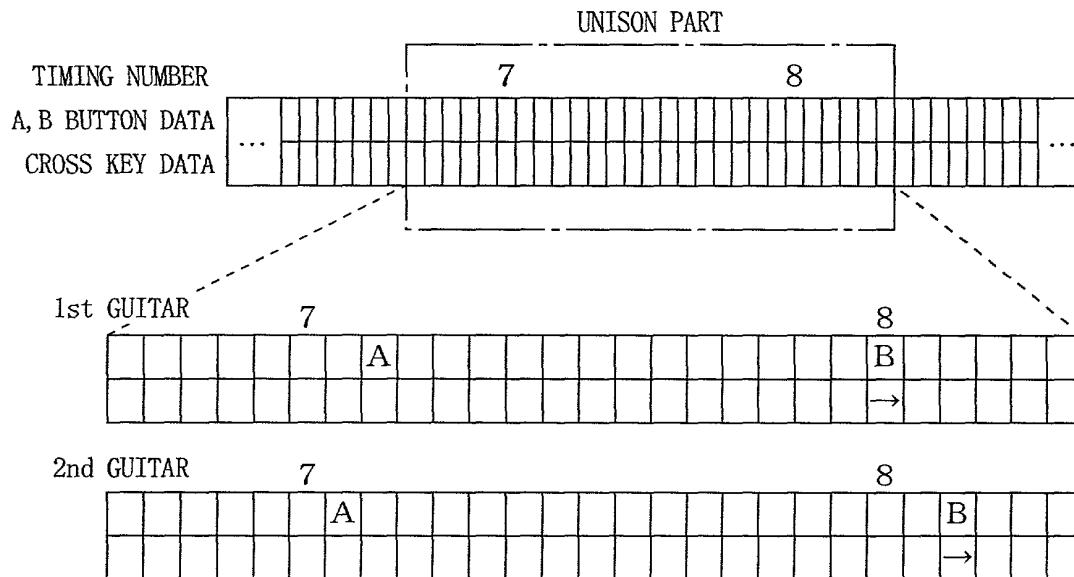


FIG. 10

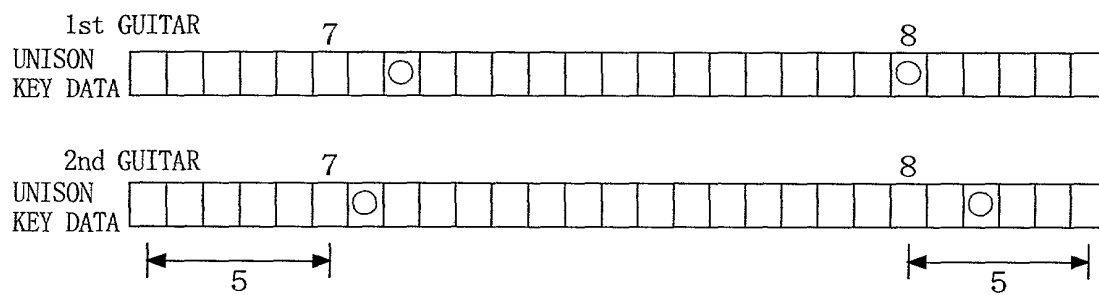


FIG. 11

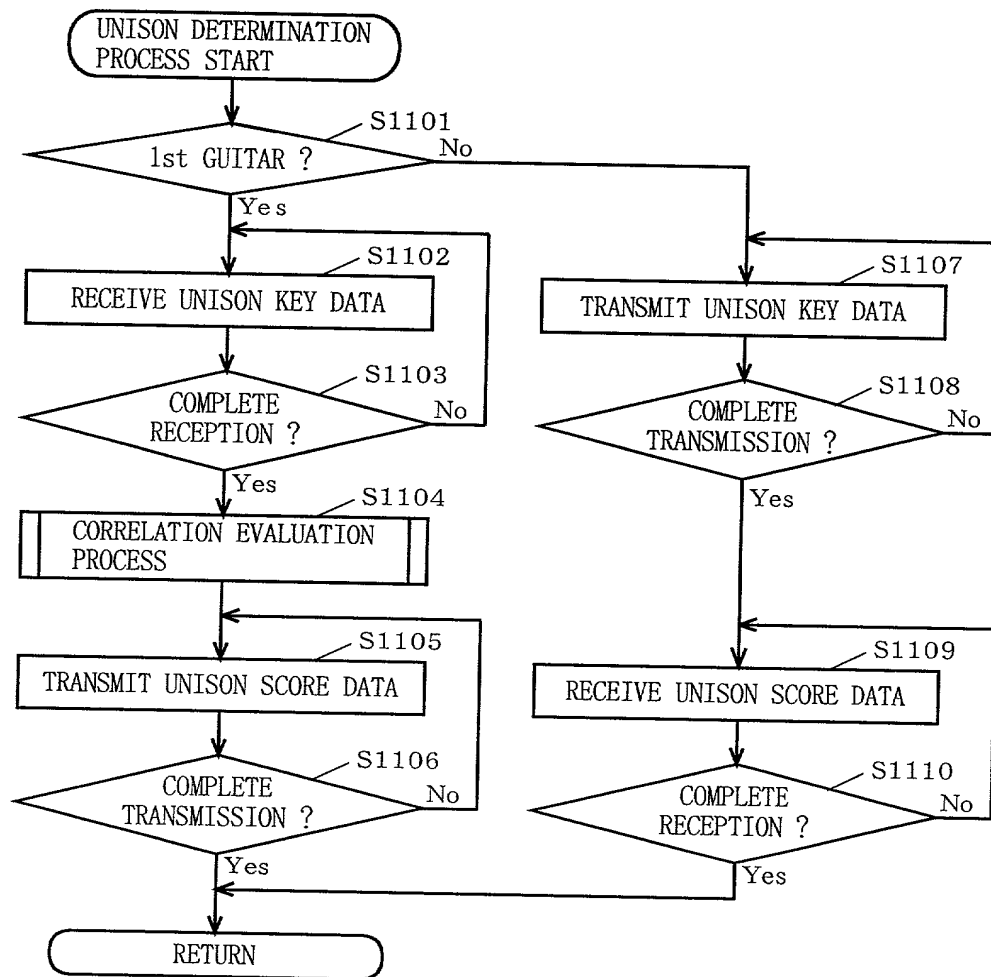
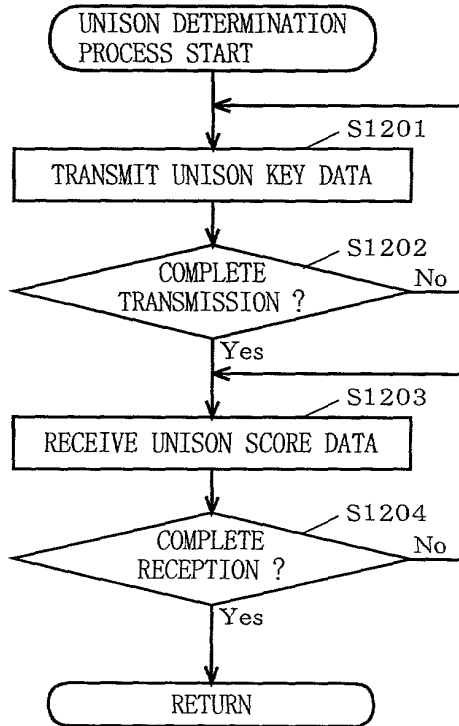




FIG. 12

(PROCESS IN GAME MACHINE 1)



(PROCESS IN SEPARATELY-PROVIDED MACHINE)

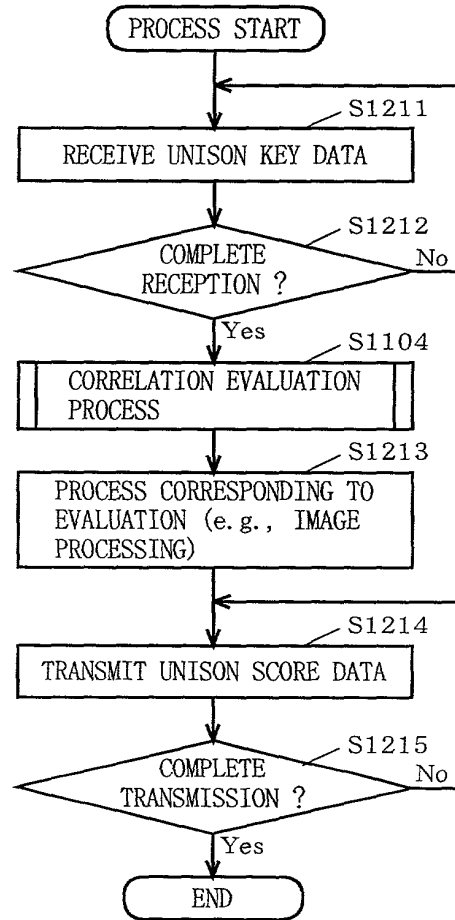


FIG. 13

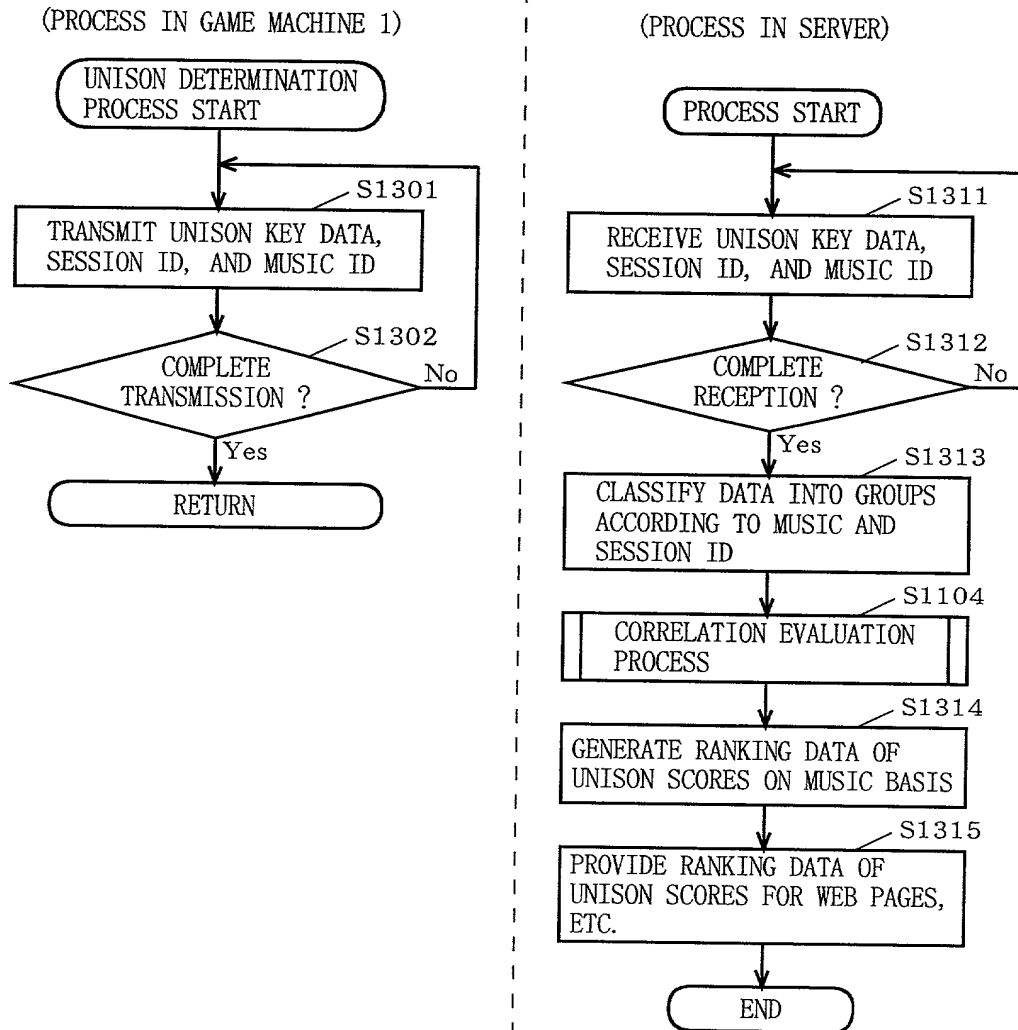


FIG. 14

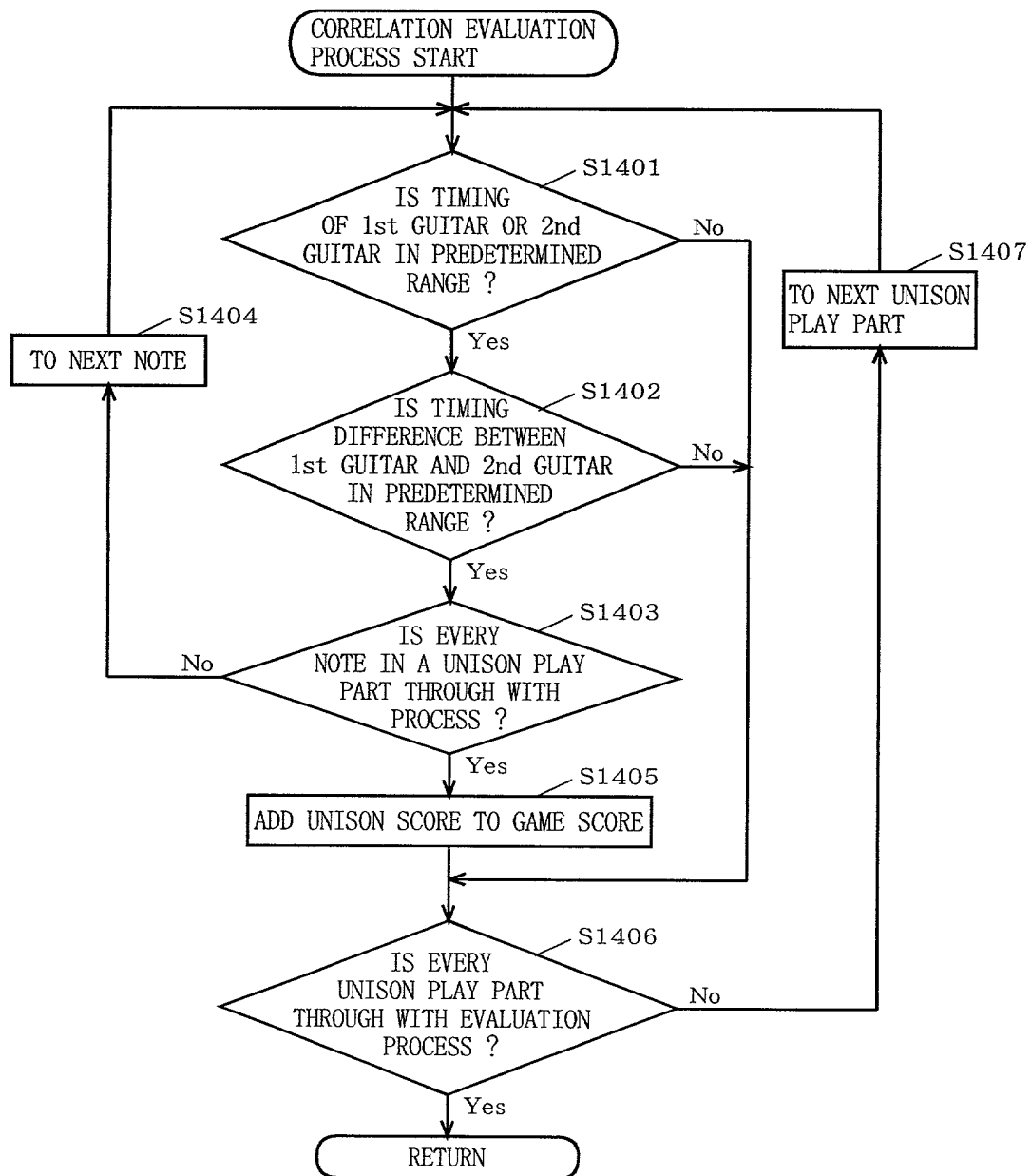


FIG. 15

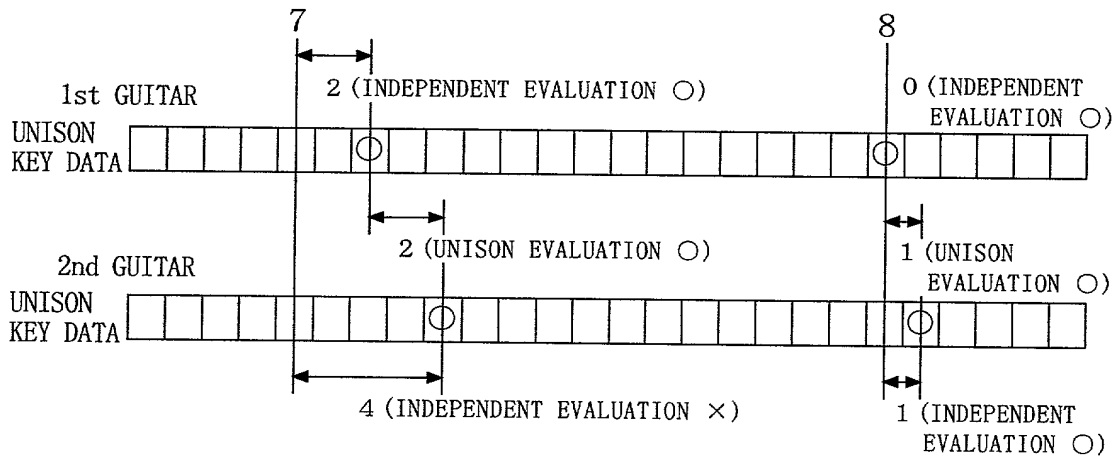


FIG. 16

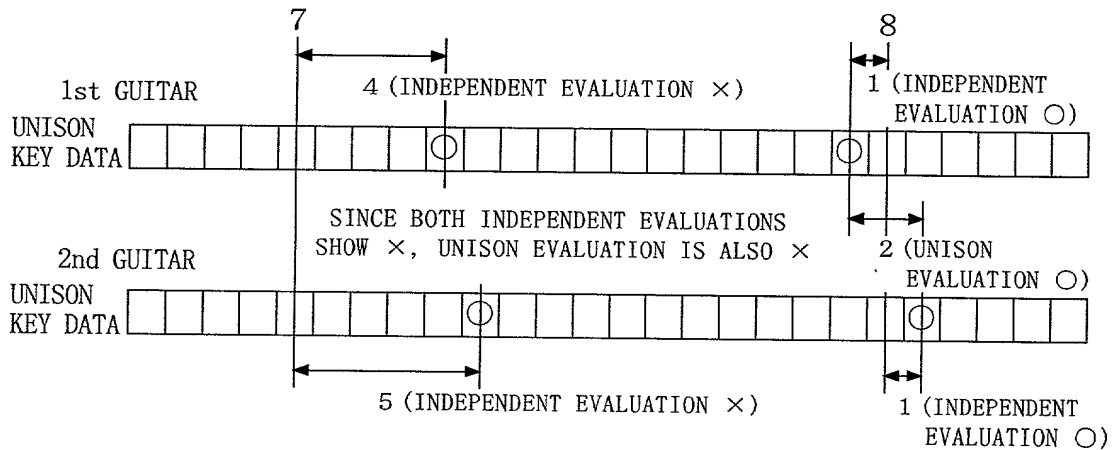


FIG. 17

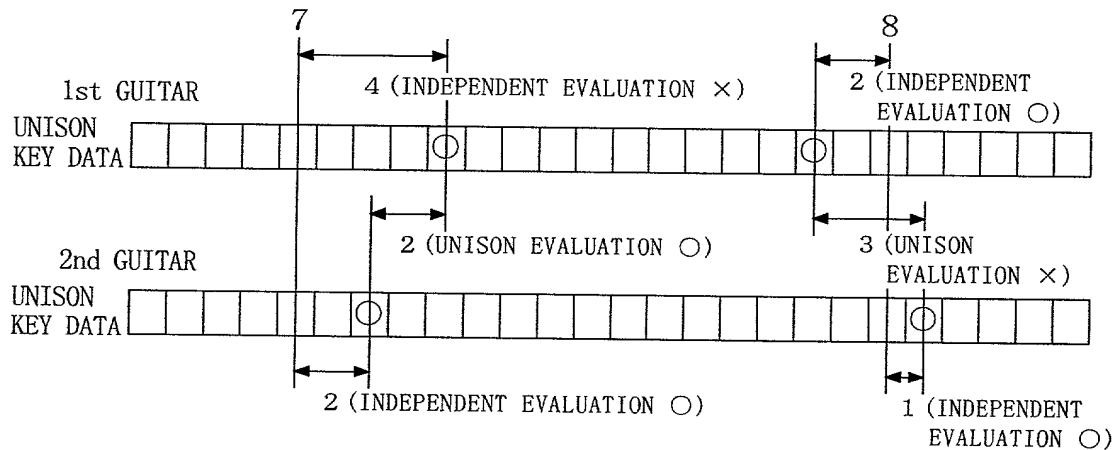
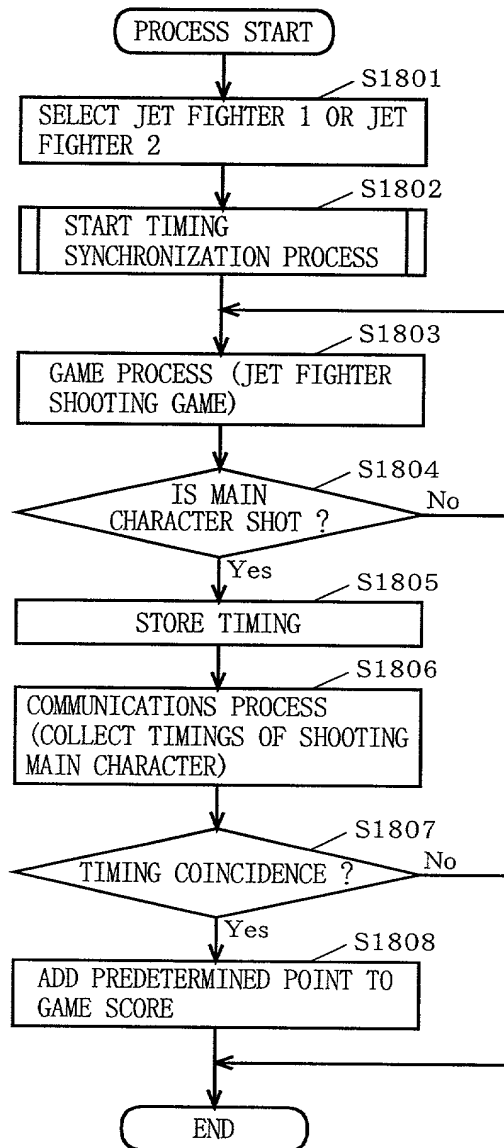


FIG. 18



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FIG. 19

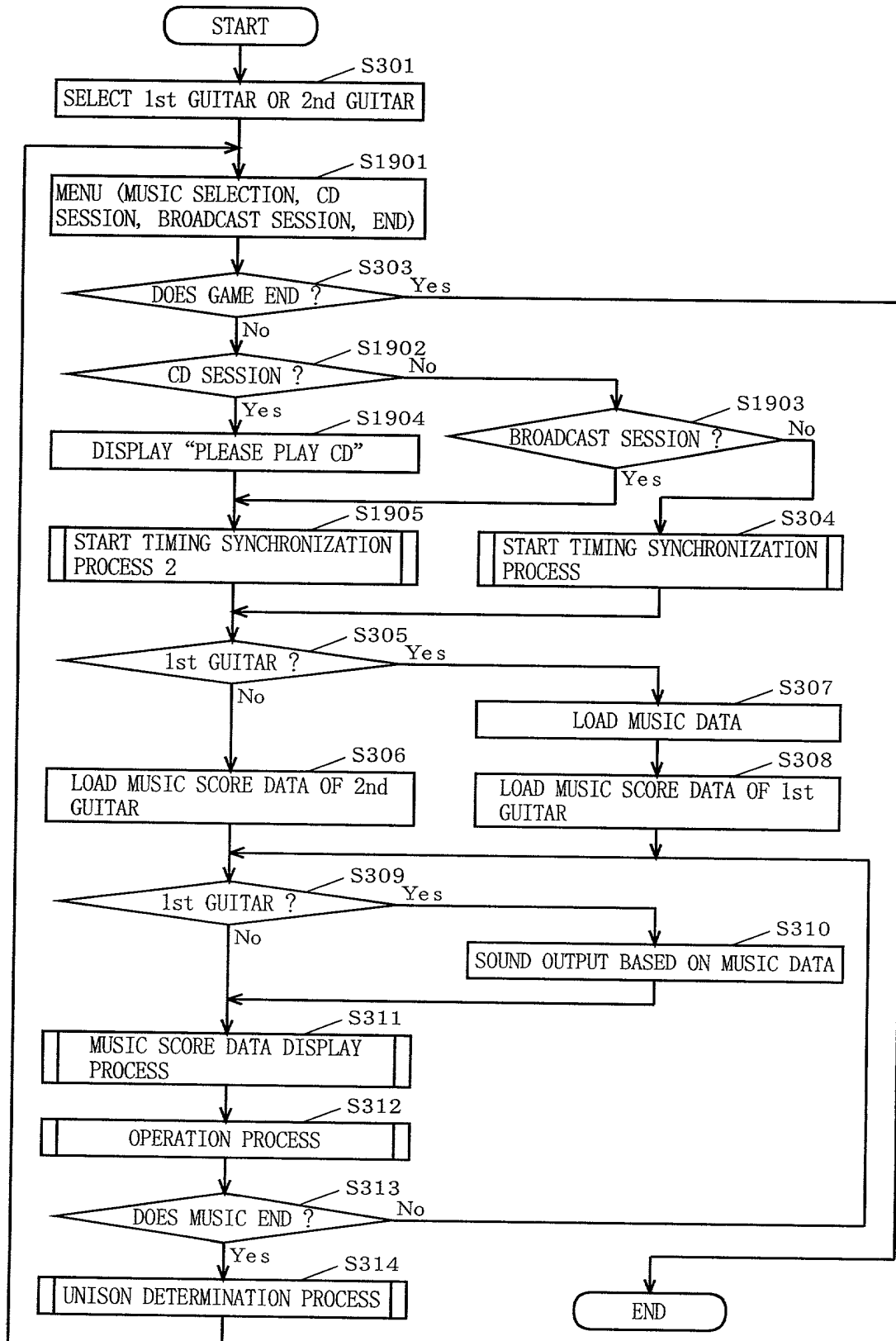


FIG. 20

